
Subject: IDL and OpenGL hardware?

Posted by [Liam Gumley](#) on Fri, 16 Oct 1998 07:00:00 GMT

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I'm wondering if anyone would like to share their experience with running IDL5 on systems equipped with OpenGL hardware. In particular for PC and Mac systems,

- (1) What graphics hardware you have,
- (2) What driver(s) you are using,
- (3) What kind of IDL performance benefits you have noticed.

The reason I ask is that yesterday I was able to play with a fast SGI Octane workstation running the wonderful Vis5D package (check it out at (see <http://www.ssec.wisc.edu/~billh/vis5d.html>) and I'd like to eventually realize the same kind of 3D performance on a PC running IDL.

Cheers,
Liam.

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
1225 W. Dayton St., Madison WI 53706, USA
Phone (608) 265-5358, Fax (608) 262-5974
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: IDL and OPENGL

Posted by [enric](#) on Wed, 08 Sep 1999 07:00:00 GMT

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In article <7r0emb\$kp\$1@nnrp1.deja.com>,
enric@indo.es wrote:

- > Hi!
- >
- > We are using IDL to develop a user interface. In this interface,
- > a graphical windows is opened and closed. This window constains a
- > IDL_Draw object quite big.
- > Our machine has a OPENGL graphics card. When we use the 'use hardware
- > OPENGL' flag... we loose 4 MB of memory each time the window is
- > opened/closed. If we set 'use software OPENGL' no memory is lost.
- >
- > Anyone knows the reason/solution ??
- >
- > Thanks,
- >
- > Enric
- >

> Sent via Deja.com <http://www.deja.com/>
> Share what you know. Learn what you don't.
>

We found it out!

Thanks to Karl Schultz, who pointed us to the graphics card.
The resolution we were using was too high for the graphics
card to support OpenGL. Reducing the resolution no memory is
lost. So, we do not know where the problem is. But we know how
to avoid it.

Thanks.

Enric

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